This document represents a collection of errors gathered in the course of a streamed readthrough of *The Ultimate History of Video Games* by Steven L. Kent, which can be watched here. Based on research that has been done since the book's initial publication in 2001, this errata represents an effort to correct the record which has been improperly reported by the widespread dissemination of this seminal text.

These criticisms do not seek to denigrate the author and his extensive work in documenting video game history. Instead it is meant to supplement the understanding of the research and teach one how to properly use Kent in the light of research which has been undertaken since the book's publication. This errata cannot claim to have found all the errors present in the book and cannot speak for later printings of the book than the Three Rivers Press first edition (which is also what the page numbering is based on).

Errors categorized in this document are split up into six categories:

- Interviewee Misstatements: Not an error made by the author per say, but statements directly attributable to those he interviewed that blundered.
- Incorrect Accreditation: The misalignment of credit for actions, events, games, etc. with the known facts.
- Anachronisms/Wrong Dating: Time-related errors which either don't reflect factual dating or are the result of a skewed timeline by the author.
- Spelling Mistakes, Grammar, and Misidentification: General errors of copyediting including misidentified individuals.
- Factual Wrongs: Statements by the author which are demonstrably or near certainly false based on current historical research.
- Interpretation: A more subjective form of correction tackling the interpretation of facts as presented in the book to make larger statements about video game history. Many conclusions are disputable but largely do not make sense based on available evidence.

The document does not make an effort to provide extensive sourcing for its corrections. Please contact me if you have any questions about statements made in this document.

Thanks to those who joined me on my readthrough of *The Ultimate History of Video Games* at Gaming Alexandria and helped me catch numerous errors. This was a monumental effort which I hope will assist researchers into the future!

-Ethan Johnson

Blog
Blue Sky

Version 1.0

The Ultimate History of Video Games Error List:

Interviewee Misstatements:

-Pinballs were standardized at $16.50 even before Baffle Ball. D. Gottlieb & Co. was not unique. [3] (Michael Gottlieb)
-United Manufacturing was purchased by Seeburg, not by Williams Electronics. [8] (Eddie Adlum)
-No Spacewar prototype was created in 1961 because the display only arrived at MIT at the very end of the year. [18] (Steve Russell) https://videogamehistorian.wordpress.com/2021/03/17/worldly-wednesdays-a-timeline-of-spacewar/
-DEC did not have a "user's library." The routines used in Spacewar were hand-written at DEC headquarters. [18] (Steve Russell)
-Spacewar was not the first computer game to involve two players – therefore it was not the first to not make money by not being commercially sold by this logic. [19] (Steve Russell)
-Computer Quiz released in 1966 or 1967 (depending on your definition of release). [32] (Eddie Adlum)
-The name of Dave Nutting's game was just **I.Q. Computer**, not **I.Q. Computer Quiz**. [32] (Eddie Adlum)
-Atari's contract with Bally was for a hockey game, not a driving game. [43] (Nolan Bushnell)
-Steve Bristow knew about the consumer engineering side of the company; he's cited on many internal memos and oversaw Cyan Engineering. [47-48] (Al Alcorn) *The question as to whether Atari did give*

Magnavox the run-around to protect the VCS is currently up in the air.
-The Toy Fair where Atari showed their home Pong unit happened before they called Sears. [82] (Al Alcorn) *Alcorn has repeated this story elsewhere and it remains illogical.*
-Odyssey was not over engineered as a product. It could never have been sold for $20 given Baer's cost sheets throughout the project routinely ran up against $20 on basic parts. [25] (Ralph Baer)
-The provision for Atari revealing released product to Magnavox is not as strict as Alcorn makes it out to be. They did show Magnavox's lawyers the VCS before it was released; they did not have to hand it over. [47-48] (Al Alcorn) *They did have to license some of the patents behind the VCS but that's not the same as giving Magnavox the VCS.*
-Kee Games could not have gone off on its own without Atari shareholders' approval – most of the Kee Games shareholders were Atari's shareholders. [68] (Al Alcorn)
-New York City Council's vote was actually 30-6. [90] (Roger Sharpe)
-Coleco started out in the shoefinding business. [95] (Michael Katz)
-Nolan Bushnell never wore the "I love to fuck" t-shirt. This appears to be a memory of a different person grafted onto Bushnell. [110] (Ray Kassar) *Possibly Wendi Allen who had a shirt which read "I'm a Fucking Genius."*

-Space Invaders was not a hexadecimal programming test. [116] (Keith Egging) *This claim, though not in a blockquote, comes from Keith Egging.*
-Missile Command was not inspired by Missile Radar. [138] (Steve Bristow)
-Donkey Kong sold 85,000 cabinets in the United States. [160] (Eddie Adlum)
-Dona Bailey likely chose the trakball controller for Centipede, after it was suggested by Steve Calfee. [161] (Ed Logg)
-Nowhere does it seem that a “PAL” board is used as synonym of conversion kit. [168] (Doug Macrae?) *It is possible that the interview subject was using a metaphor of a board which is a “pal” (i.e, friend) to the original, but this is not an acronym.*
-The Super Missile Attack ads were not hidden in the back of the coin-op magazines – they were full page ads. [169] (Doug Macrae)
-"Created by Warren Robinett" is the actual message. [188] (Warren Robinett)
-Intellivision sold about 175,000 consoles in 1980. [196] (Paul Rioux)
-Colecovision could not have been previewed at the Toy Fair in 1981, it was in 1982. [199] (Al Nilsen)
-Touch Me was not shown at the 1976 MOA. [201] (Ralph Baer) *However, it was shown at other trade events around that time despite being a few years old.*
-Michael Katz did not handle Coleco’s licensing, that was the job of Al Kahn. [207] (Arnie Katz)

-Donkey Kong was not exclusive to the Colecovision for 6 months. Coleco published the VCS version in July 1982 just before the Colecovision launch. [210] (Michael Katz)
-Robotron 2084 wasn't the first twin stick game. Both Western Gun and Space Dungeon predate it. [222] (Eugene Jarvis)
-Atari did not produce 12 million Pac-Man cartridges for the VCS in excess of their supply of consoles. [227] (Ray Kassar) *This is now proven by internal documentation on sales numbers and was a misinterpretation by Kent.*
-GCE was founded to create the GameTime watches; not to create a home console. [231] (Hope Neiman)
-Kassar didn't go to Warshaw to tell him to do the E.T. game. George Kiss – head of software – assigned the game to Warshaw due to his availability and work ethic. [238] (Howard Warshaw)
-Data East's Cassette Vision was available earlier than Sente's system. [257] (Eddie Adlum)
-Atari Corp and Atari Games were not in adjoined buildings. Coin-op and consumer had been separated for years before that point. [269] (Kelly Turner)
-Ultimate Play the Game published Spectrum games in 1985 as well. [291] (Joel Hochberg)
-Bandai was not a coin-op company. [307] (Howard Lincoln)

-The dimensions of the single-player Periscope given here are incorrect. [340] (Eddie Adlum) *It was 7' high x 4' wide x 8 1/2' deep.*
-Ray Lemaire did not sell his Sega share to G&W initially. He held onto it for several years before leaving. [341] (Lauren Bromley)
-Ray Lemaire was never part of Segasa. [341] (Lauren Bromley)
-The Legend of Zelda release date may be correct by some internal metric, but in most places it was available in July 1987. [354] (Minoru Arakawa)
-Nintendo first allowed licensees to manufacture their own cartridges starting in 1991, not 1990. [390] (Howard Lincoln)
-Kalinske was president of Mattel USA not Mattel Inc. [425] (Tom Kalinske)
-Hovertank 3D was released before Catacomb 3D. [458] (John Carmack)

Incorrect Accreditation:

-Mark Cerny is not the co-creator of Crash Bandicoot [i] *This is Cerny's own claim but he was not part of conceptualizing, design, or direct development.*
-Ed Logg did not work alone on Asteroids, Centipede, and Gauntlet, therefore he is not a sole creator. [ii] *This is a matter of interpretation, but for these purposes someone who is not a solo developer cannot be considered a singular creator – only a co-creator.*
-Maurice Greenberg was not the sole founder of Coleco. [xi]
-Rosen did not start Japan's coin-op amusement business. It had existed before World War II and he was contemporaneous with the likes of Taito and Kasco among others. [xi]
-Ralph Baer was not the sole patentee on the Odyssey technology. Bill Rusch was given a key patent and Bill Harrison also received co-credit. [xii]
-Jack Tramiel was the co-founder of Commodore International. [xiv]
-Gunpei Yokoi was not the sole creator of Game Boy nor the chief engineer. [xvi]
-David Gottlieb did not create Baffle Ball himself. [2]
-Steve Russell was a co-creator of Spacewar, though he was the principle programmer and designer. [15]
-Bushnell didn't design Gotcha. [62]
-Gorf and Baby Pac-Man were not by Dave Nutting himself, instead by teams at Dave Nutting Associates. [63]

-Dave Nutting did not choose to use microprocessor – that was Jeff Fredriksen's decision. [64]
-Dave Stubben didn't create the hardware for Atari's Football. [118] *He did work on other Atari hardware technology and patents.*
-Nakamura did not rename Pac-Man personally. [142] *He's one of the few people involved who never claimed credit!*
-Arnie Katz was not sole founder of Electronic Games. [143]
-Steve Ritchie didn't work on Laser Ball. [144]
-Miyamoto did not select the name for Donkey Kong. Shinichi Todori selected it based on a prompt from Gunpei Yokoi. [158]
-Bob Whitehead created Football, not David Crane. [183]
-Joe Decuir also helped program Combat. [183]
-Steve Wright coined the term "Easter Egg," not Electronic Games. [189]
-Milton-Bradley asked the team to create a round case for Simon – it wasn't the decision of the Marvin Glass engineers. [202]
-Mego had no role in creating Game & Watch. [203]
-Al Kahn arranged the licensing agreements at Coleco, not Arnold Greenberg. [205]
-The marketing team at Coleco didn't create the Colecovision Expansion Module 1. The idea was the culmination of Eric Bromley's work prior to the development of Colecovision. [207]

-Joe Robbins didn't sign the agreement for the home rights to Pac-Man himself. Atari's legal counsel Skip Paul did in April 1981. [208]
-Q*Bert was not named by any singular person. It was a committee decision based on a few ideas. [223]
-Cinematronics didn't originate Dragon's Lair, therefore RDI was not brought in to "finish" it. [225]
-RDI only existed after Dragon's Lair was released. The company that created Dragon's Lair was Advanced Microcomputer Systems. [225]
-Smith Engineering conceptualized the Vectrex, not the GCE executives. [231]
-Al Kahn was the one who discovered Appalachian Artworks. [253]
-Jon Dykstra did not work on 2001: A Space Odyssey. [275]
-Greg Fischbach was the co-founder of Acclaim Entertainment. [285]
-Joel Hochberg did not co-found Rare. [289] *He did found Coin-It which was a subsisdiary.*
-The security chip in the NES was not Yamauchi's personal idea. [308]
-Robert Holmes wasn't a co-founder of Acclaim. [309]
-Pete Kauffman did not create any of Exidy's games. [316] *He may have contributed some concepts.*
-Miyamoto did not create Yoshi or Fox McCloud. [324]

-Yokoi did not create Nintendo’s arcade game hardware. [325]
-IBM did not design a custom chip for GameCube, that was ArtX; IBM only manufactured it. [328]
-The Legend of Zelda was co-created by Miyamoto. [353]
-Tezuka was primarily responsible for Super Mario Bros 2, not Miyamoto. [365]
-Yuji Naka is not the designer of Sonic the Hedgehog. [428]
-Naka didn't write music or do art. [428] *This was a misreading of Naka’s quote and its context of him as a producer.*
-Okamoto did not lead development on Street Fighter II, it was merely his department. [446]
-JVC created the Mega CD. [450]
-Myst was published on Playstation by Psygnosis, Acclaim was Saturn, 3DO was Panasonic. It wasn’t all SunSoft. [456-457]
-FFVII was not directed by Sakaguchi. [542]

Anachronisms/Wrong Dating:

-Pong would not have been in Hawaii in 1972, in that year it was entirely localized to California. [viii]
-Spacewar was first showcased in April 1962. [xi]
-Service Games was founded in 1946. [xi]
-Sega Enterprises was formed in July 1965. [xi]
-Nolan Bushnell graduated college in December 1968. [xii]
-The license for the Odyssey technology from Sanders Associates took effect in March 1971. [xii]
-Namco did not make their own video games until 1978. [xii]
-Ray Kassar became Atari's CEO in 1979. [xiii]
-Capcom was not founded in 1979. [xiii] *Even Irem's founding predates this.*
-Atari's Adventure cartridge was not released in 1979, it was March 1980. [xiii]
-Activision was founded in November 1979. [xiii]
-Pac-Man for the Atari VCS came out in March 1982. [xiii]
-Electronic Games was not the first magazine about video games as Computer & Video Games and Softline both premiered earlier. [xiv]
-The Family Computer was released in July 1983. [xiv]
-Coleco's Adam computer was released in 1983. [xiv]
-The Legend of Zelda was published in August 1987 in America. [xiv]

-Sega's Mega Drive was not revealed in **1987**. [xiv] *Any earlier speculation of Sega's successor to the Mark III was not the finished product called the Mega Drive.*
-Final Fantasy was first published in **December 1987**. [xiv]
-Tengen started releasing unlicensed games in **1989**. [xv]
-The Tetris court battle started and ended in **1989**. [xv]
-Super Mario Bros 3 released **1988** in Japan; **1991** in Europe. [xv]
-Sega didn't discontinue the Saturn in 1997, it was in **1998**. [xvi]
-The Gameworks team started forming in **1996**. [xvi]
-JTS filed for bankruptcy in **1998**. [xvi]
-SegaNet was launched for the Dreamcast in **1999**, neither during the Japanese nor American launch. [xvi]
-Advance was not released in 1932, it was either in **1933** or **1934**. [4]
-Contact was released in **1934** and it was not the first pinball game with electrical components. [4]
-Williams Manufacturing was founded in **1943**. [7]
-1960 was not the year computers first used integrated circuits. [17]
-Baer was hired by Sanders Associates in **1958**. [22]
-The ball spot for the TV Game was suggested by Bill Rusch in **October 1967**, not May or June. [24]
-Bill Enders was hired from RCA to Magnavox in **1970**. [25]
-Production on Odyssey didn't start in Fall 1971; it began manufacturing in **June 1972**. [25]
-Bushnell was hired by Ampex in late **1968**. [30]

-The application for Atari Inc's incorporation was filed on **June 9th, 1972**. [38]
-Breakout couldn't be imitated in 1975, because it only released in **1976**. [61] *Take Seven by Fun Games is proven to have come out later.*
-Gotcha was released before Gran Trak 10. [62]
-Midway didn't emerge as a competitor in video games in 1975 because they had been making games since **1973**. [63]
-Nutting Associates persisted to **1977** until their purchase by Sircoma. [63]
-Kee Games was founded in **1973**. [66]
-Ho Chi Minh died before the conclusion of the Vietnam War. [69]
-Jobs didn't join Atari after the Kee Games merger, he first was employed by the company in **1973**. [69]
-Jobs' India journey was in **1974**. [70]
-Atari/Namco lawsuit was settled in **1981**, not in the 1970s. [77]
-Odyssey was not 3 years old in **1974**. [80]
-Chicago legalized pinball in **1977**. [89]
-The pinball hearing in New York City occured in **May 1976**. [89]
-Coleco acquired Eagle Toys in **1968**. [96]
-The Channel F didn't come out in August 1976. That had been an intended launch date but was pushed back by the FCC issues to **November**. [98]
-Telstar was not first made available on Father's Day – it was available in at least **mid-May 1976**. [98]
-Magnavox did not announce the Odyssey2 for release in 1977. [107]

-VCS was not released in October 1977, it was first available in July. [107]
-Coleco did not release any handhelds in 1977. [107]
-Warner's budget meeting was in December 1978. [110]
-Space Invaders was introduced to the US in 1978, the same year as in Japan. [116]
-First Chuck E Cheese opened on May 16th, 1977. [120]
-Atari Ireland was opened in 1978. [124]
-Cosmos was not shown at the Winter 1980 CES, it was shown the following year. [126]
-Space Wars shipped at the very end of 1977. [129]
-Atari's vector system was created in 1978 and its first game with the system shipped in 1979. [130]
-Asteroids was eight years after Computer Space because the former came out in 1979. [131]
-Bally purchased Midway in 1969. [137]
-Targ came out before Pac-Man because it was based on Head On, not Pac-Man. [143]
-The 1980 AMOA was not mid-September, it was at the end of October into November. [146]
-Taito America opened in 1973, well before the release of Space Invaders. [155] *They constructed a factory after the success of Space Invaders.*
-Nintendo did not "recently" get into toys and electronics in 1980 – by any metric. [155]
-Space Invaders didn't ignite the consumer games in 1978 because it hadn't been released for consoles yet – that was in 1980. [189]
-Actvision was sued in May 1980, not Fall. [193]
-Intellivision was first released in a limited test market at the end of 1979. [195]

-Simon was released in **1978**. [202]
-**1978** is when Coleco had a loss, not 1976. They bounced back quickly and there was no fear of total bankruptcy. [203]
-Electronic Quarterback was not released "shortly" after Mattel's Football, it was over a year later. [203]
-The handheld market for Coleco wasn't over in 1980. It only started falling in 1981 and they kept making the mini-arcades through 1983. [204]
-The home rights for Pac-Man were negotiated in **1981**. [208]
-Gulf/Western did not recently purchase Sega in 1982, that process began in 1969. [211] *What they did was repurchase a 100% stake in Sega Enterprises Inc. (founded in 1974) after selling off stock over the years.*
-Q*Bert was released in **1982**. [224]
-Astrocade re-launched the Bally Professional Arcade as the Astrovision prior to 1982. [234]
-Zircon relaunched Channel F prior to 1982. [234]
-Channel F System II was created in **1978**. [234]
-The Warner earnings guidance occurred on **December 8th, 1982**. It was not an earnings announcement because the quarter wasn't over. [234]
-Warner warned their major investors on **December 7th, 1982** of the issues prior to the full announcement of their guidance. [234]
-The Raiders of the Lost Ark game was not out at the time that Warshaw was asked to do the E.T

game because it was a late 1982 release, like E.T. [238]
-The Coleco Adam was in development well before the console market conditions changed, so the Crash did not bring it about. [252] *Coleco was responding to the home computer market boom from the likes of the Vic-20 and TI-99 4/A.*
-Mattel Electronics sold their inventory to Terrence Valeski in February 1984. [255]
-Bushnell's "Freedom Day" was in October 1983: seven years after Warner purchased Atari Inc. [256]
-Tramiel quit Commodore before the January 10th, 1984 board meeting. [266]
-Sente was not dissolved until 1987. [258]
-The D-pad was first introduced in 1982 on the Donkey Kong Game & Watch, predating the Famicom. [278]
-Hochberg was never part of Allied Leisure. He was involved with the company only after it was renamed as Centuri. [289]
-The Los Angeles test market of the NES began in January 1986. [298]
-Sega of America was established in March 1986. [305]
-Punch-Out was released in 1984. [306]
-Acclaim was granted a Nintendo third-party license agreement in 1987. [309]
-Acclaim's games had to have been ready to ship in June 1987 for their first releases in September. [310]

-Bromley did not start in slot machines in 1951 – he was already well-acquainted with the business. [334]
-Rosen did not stay in Hong Kong until 1976 – he was already living in the US in **1975**. [341]
-Rosen's office was not on the Paramount lot, he was stationed in Century City. [342] *It is distantly possible that he moved into the Paramount lot in 1983 but it's unlikely.*
-Sega Enterprises Ltd was sold to CSK in **May 1984**. [343]
-The 3DO system was launched in **October 1993**. [351]
-Nintendo's VS System was first released in **February 1984**. [352]
-Nintendo of America didn't stop developing games for the arcade until **1992**. [352]
-Arakawa could not have seen Tyson fight in-person during a trade show. There was no Tyson fight near any of the major trade shows in this period – certainly not at CES. [356]
-"Video game" as a term was formally coined by **March 1973**; the first court case wasn't filed until later that year. [368]
-Atari was sued by Magnavox in **1974**. [368]
-Street Fighter II was released in **1991**. [370]
-Atari's sale to Namco was in **February 1985**, after the consumer assets and rights had been sold. [371]
-There was no Time Warner at the time of the buyout, it was still **Warner Communications**. [371]

-The contract with ELORG was signed **March 22nd, 1989** not 1988. [379]
-By **1989**, Bob Whitehead was already gone from Accolade. [381]
-The States v. Nintendo case was filed in **1989**. [389]
-No patents for the Alpex system were filed in 1974. The first were filed in **1975**. [392]
-The 555 patent was filed in 1975, granted in **1977**; the 1978 filing was the refiling of the earlier patent. [392]
-Katz moved to Atari Corp in **1985**. [403]
-John Madden Football was released in **1989**. [407]
-Kalinske did not serve in the President role of SoA for three years, it was from **1990-1996**. [425]
-The Nintendo Play Station was announced in **1991**. [451]
-Mortal Kombat began development before Street Fighter II released. [462]
-Mortal Kombat took longer than ten months to develop because it started in **1990** and released in **1992**. [463]
-Mario Bros is from **1983**, not 1981. [515]

Spelling Mistakes, Grammar, and Misidentification:

-Gun Fight, not Gunfight. [xii]
-Spacewar, not Spacewars. [xiii]
-MIT had an IBM 7090, not a 709. [17]
-TX-0 not TX-O. [17]
-Bob Saunders not Sanders. [20]
-American Television Institute of Technology. [22]
-The organization and show was called Music Operators of America, not the Music Operations Association. [33]
-Electronic Paddle Ball was not a game that existed. [61]
-The title is Gran Trak 10, not Grantrak. [62]
-Steeplechase, not Steeple Chase. [63]
-Project Support Engineering, not Project Support Engineers. [63]
-Borokuzushi, not Borokukuishi. [75]
-The name of the company is Exidy Inc. [90]
-Empire Distributing, not Empire Entertainment. [101]
-Jerry Lichac, not Liachek [118]
-Puck Man, not Puck-man. [142]
-Laser Ball, not Lazerball. [144]
-The book is named Video Invaders. [153]
-The name is not Military Battlezone, it's Bradley Trainer. [153]
-The "Dragon Riders" game was called Dragon Master or Firebeast internally. [154]
-General Computer Corporation. [168]
-Jr. Pac-man, not Junior. [173]

-Tiger Electronics is the name of the company. [210]
-The message balloon above Q*Bert reads "@!#? @!". [224]
-Pitfall! (with an exclamation point). [227]
-Tod Frye, one ‘d’. [236]
-The phrase is not "vertical marketing", it is vertical integration. [250]
-PET Computer not Pet. [251]
-The name of the jet was Petjet, it was not a nickname. [251]
-"behind the scene" actually “behind the scenes.” [266]
-Garry Tramiel, not Gary. [266]
-"Tramel Technologies," (purposefully misspelled to ensure proper pronunciation). [268]
-There was no “Atari Europe Division.” Steve Race was part of Atari International. [271]
-NEMO was an acronym so it’s spelled in uppercase letters. [271]
-The song is actually titled "You Might Think." [274]
-The Chapter 17 opening Zito quote has no closed quote. [277]
-The title of the computer is the ZX Spectrum. [291]
-Universal Interactive Studios. [320]
-Toshiro Mifune, not Mafune. [321]
-Trespasser: The Lost World is the proper title. [327]
-Lauren Bromley not Lauran. [333]

-The game “Bear Gun” is called **Shoot the Bear**. [337]
-**Bleeth**, not Bleethe. [345]
-The company is Universal **Co Ltd**, not Universal Sales. [352]
-Mike Tyson's Punch-Out**!!** with two exclamation points. [355]
-Punch-Out**!!** with two exclamation points. [355]
-**Sega of America**, not Sega Consumer Products. [359]
-At the time the studio was still called **Lucasfilm Games**. [363]
-**System 3**, not System III. [368]
-**LLC** not Llc. [381]
-**Artic** not Arctic. [391]
-**Wolfenstein 3D**, not Castle Wolfenstein 3D. [400]
-**Mega Drive** has no dash. [401]
-**Chiat\Day** is the spelling. [402]
-Doug **Carlston**, not Carlstom. [404]
-Ultra **Games**, not Ultra. [414]
-**Alleyway** was the title of Nintendo’s game, not Breakout. [416]
-**Sunsoft**, not Sun Soft. [422]
-Emil **Heidkamp**, not Highcamp. [423]
-**Naoto** Oshima, not Masato. [429]
-**Neo Geo**, not NeoGeo. [450]
-**Seagal**, not Segal. [462]
-Lethal Enforcer**s**, with an ‘s’. [470]
-Williams had not been known as Williams Manufacturing for decades. [480]

-Bob Hoskins didn't play the role of "Super Mario Bros" as the title of the movie, he played **Mario**. [482]
-**Shinobu**, not Shenobu. [482]
-**Morse**, not Morris. [484]
-**Road & Track** magazine not Car and Driver (which is a different game). [488]
-It's **The** Need For Speed. [488]
-**Imagic** not iMagic (which is a different company). [505]
-**Battletoads**, not Battle Toads. [510]
-DMA **Design**, not Designs. [510]
-**Wonderswan** not Wonder Swan. [524]
-**Morita Shogi 64**, not just Shogi. [534]
-**Pilotwings**, not Pilot Wings. [538]
-**SquareSoft**, not Square Soft. [539]
-The numbers are being used interchangeably for the Final Fantasy series in this section, but point of fact: on the Super Nintendo (not the Super Famicom) the game was not called **Final Fantasy VI**. [541]
-**Duke Nukem** is spelled properly and a "sic" is not need. [552]
-Pokemon should be spelled **Pokémon**. [566]
-**Gamecube** not Game Cube. [583]
-Gamecube had **miniDVD** not mini DVD-ROM. [584]

Factual Wrongs:

-Dave Nutting did not modify Gun Fight, Gun Fight used Western Gun as a base. [viii]
-The original Nintendo company was never actually called Marufuku Company. [xi]
-Nintendo was already the name of the company, the unidentified Yamauchi (Hiroshi probably) did not change the name. [xi]
-Higinbotham's game simulated tennis, not table tennis. [xi]
-Steve Russell was never an MIT student. [xi]
-The first suit by Magnavox over the Odyssey commenced in 1974 and concluded in 1977. [xii]
-Periscope is not the first Japanese game exported to the U.S. – it wasn't even Sega's first export. [xii]
-Gulf and Western purchased Sega over the course of 1969 and 1970. [xii]
-The name of the company was not Midway Games, it was Midway Manufacturing. [xii]
-Taito's game was not called Gun Fight, and it didn't use a microprocessor. Both of those are Midway's reengineered version. [xii]
-There were no protests over Death Race, only disparaging articles written about its content (which doesn't constitute a protest). [xiii]
-Othello was not Nintendo's first arcade game, it's their first arcade video game. [xiii]

-Atari's Adventure does not have the first Easter Egg, even of its type. [xiii] *It was predated on mainframes, in the home, and the arcade by others.*
-Atari had been releasing coin-op hits on their console well before Space Invaders. [xiii] *They just didn't have the same magnitude of success.*
-The original Pac-Man did not sell 300,000 individual cabinets in the 1980s. The highest output was in America, and that was 96,000 – the rest of the world did not make up that difference. [xiii]
-Atari did not technically "win" the infringement ruling in the KC Munchkin case. They only succeeded in landing a preliminary injunction against North American Philips. Nor did the case cease in 1982 as the case files continue to 1984 before petering out. [xiv]
-Dragon's Lair was not first arcade game to use a LaserDisc. [xiv] *Astron Belt released in Japan before it, the Simultron Tournament Centers were tested even before that, and Quarter Horse was a coin-operated gambling game released in 1981.*
-The company was never called Commodore Computers. [xiv]
-The proper title of the 3DO console is the "3DO Interactive Multiplayer* (REAL)." [xv]
-The "unveiling" of Nintendo's console in Japan in 1995 was as the Ultra 64, not the Nintendo 64. [xvi]
-SegaNet launched earlier than the Dreamcast – it was available for Saturn. [xvi]
-Pinball as a coin-operated game did not exist before the turn of the century. [2] *Presuming we're talking about the 20th century.*

-Ball returns are also moving parts when it comes to mechanical pinballs. [2]
-D. Gottlieb & Co was not first company to mass produce pinball. [3]
-Lion Manufacturing did not change it's name to Bally, "Bally Manufacturing" was a label of Lion. [3]
-Harry Williams was an operator in California, not a distributor. [3]
-Williams didn't refurbish pinball tables until World War II hit. It was not his first business in coin-op. [3]
-Tilt mechanisms already existed in coin-op games before Harry Williams created his version of the tilt. The same method he used was being used in pinballs like World's Fair by Rock-Ola. [4]
-You don't "continue" to score points from the Contact kick-outs. It adds points and then the ball can possibly land in another scoring hole. [4]
-Pinball payout bans didn't always ban pinball outright. [5]
-LaGuardia had nothing to do with the injunction that halted pinball in New York City, nor the actual law in 1948 that banned it. He merely took advantage and advocated for their removal. [5]
-Husky Grip Tester didn't test strength, it tested grip – which is different. [9]
-There does not appear to be any games by the 1940s which fit Kent's description of "western gunfights." [10]
-A "hack" at MIT was not a practical joke, it was a cool feat. [16]
-The TMRC crew were known as hackers before they used computers. [16]

-More than three colleges by the early 1960s had computers with monitors. [17]
-TX-0 was not developed for the military, it was purely for academic use. [17]
-Steve Russell did not transfer from Dartmouth to MIT. He was **never** an MIT student. [17]
-Russell could not do any work on Spacewar after the initial conceptualization. They had to wait for the computer monitor to arrive at the very end of 1961. [18]
-Falling into the sun in the original Spacewar doesn't kill the player. [19]
-Alan Kotok did not build the Spacewar controllers, that was **Bob Saunders**. [20]
-There was no hyperspace *button* on the original controllers, you used a lever. [20]
-DEC did not distribute Spacewar itself or use it as a diagnostic program. They promoted it via a pamphlet, but did not distribute it themselves. [20]
-Ralph Baer was not hired to manage the design department at Sanders. He was originally just an engineer who then moved to management. [22]
-Harrison was not the first technician assigned to the Brown Box project, that was Bob Tremblay, who also helped brainstorm game ideas. [23]
-When the first meeting was held for evaluation of the Brown Box project, there was no rifle controller yet. [23]
-The first game concept using the ball spot on the Brown Box did not involve catching the ball, it was a baseball pitching game. [24]

-The dots on the Brown Box didn't evolve into paddles – they were still squares. [24]
-RCA was the first television company to examine Brown Box. [25]
-Sylvania never received a second showing of the Brown Box. [25]
-Bill Enders was not part of the official team at GE that was shown the Brown Box. He was only aware of it by proxy. [25]
-Baer and Russell never actually met because Russell was never on the stand in the Magnavox suits, though he did do depositions. [26]
-By 2001, the video game industry was more like $35 billion in revenue. [28]
-Nolan Bushnell never created computer games. [30]
-Spacewar was demonstratively **never** available at University of Utah. [30]
https://videogamehistorian.wordpress.com/2021/03/31/worldly-wednesdays-nolan-bushnell-and-spacewar/
-Restless though he may be, Bushnell was willing to work with Ampex if they did his game. He did propose his bosses on the idea. [31]
-Computer Space was **not** engineered in Bushnell's daughter's bedroom. This was definitely Ted Dabney's story. [31]
https://videogamehistorian.wordpress.com/2021/04/07/nolan-versus-ted-part-i/
-The minicomputer they looked to use was from **Data General**, not Texas Instruments. [31] *It was based on Texas Instruments integrated circuits.*

-The minicomputer was powerful enough to run the game Spacewar, just not timeshare it. [31]
-Nolan never actually put Spacewar on the minicomputer to test it – he had neither a minicomputer nor the ability to write the program himself. [31]
-Computer Space did not have all the features of Spacewar. [31]
-Bill Nutting did not "dabble" in coin-op – he had been in the field for years. [32]
-The final cabinet for Computer Space was constructed by a pool liner company, not internally at Nutting. [33]
-There were no pages of instructions for Computer Space. [33]
-Dutch Goose was the location that they got the *better* results. The other locations saw less favorable reception. [33]
-Cash Box was not a vending machine publication. [33]
-Syzygy was already formed before the creators joined Nutting Associates. [34]
-The partnership payment for Syzygy appears to be more like $350 each. That was not the amount used to start Atari, which was built off of the royalty money from Computer Space. [34]
-The other Syzygy was not the candle company, which was next door to Atari. [35]
-Bushnell and Dabney didn't apply for the incorporation of Syzygy, Atari absorbed the assets of Syzygy. [35]
-Atari did not create extra-wide pinball machines in 1972. This is confused with their later development in the Atari pinball division. [38]

-The contract with Bally was not just for the pinball table, it also included the hockey video game. [38]
-Bushnell already had an agreement for 2 player Computer Space with Nutting. He wasn't just working on it in the hopes they *might* want it. [38]
-Alcorn was not working Summers at Ampex. He worked there 6 months out of the year. [39]
-Alcorn is not short, he's over six feet tall. [39]
-There was no Atari Corporation in 1972, the company was Atari Inc. [39]
-Bushnell already knew what he wanted Alcorn to make when he brought him into the company. [39]
-The Pong prototype didn't have instructions on the machine or a breadpan for the coin box. [42]
-Nolan didn't visit several pinball manufacturers to take Pong. [45] *He may have also visited D. Gottlieb & Co, according to Michael Gottlieb, but he didn't go through the whole industry.*
-Both Bally and Midway did not show interest in Pong when Bushnell showed them the prototype. [45]
-It was not at trade shows that the public could view Odyssey. The Profit Caravan events were showings. [45]
-Bushnell's depositions in the Magnavox v Bally case avoided the subject the Burlingame demo, though it was used as evidence in the trial. [46]
-The ping-pong patent was assigned to Bill Rusch. Therefore it was not Baer's patent. [46]
-Ralph Baer was given Inventor of the Year by the patent association, not the state of New York. [46]

-Atari settled with Magnavox because they wanted to be purchased by Warner Communications. [46-47]
-Atari was not Magnavox's sole licensee for the video technology. They had dozens of others before and after Atari signed on. [47]
-Atari did not stipulate going after competitors as part of the agreement with Magnavox. [48] *This is a concocted lie by Bushnell.*
-The Atari case with Magnavox did eventually go to court, but without Atari because they had settled. [48]
-Bally and Midway should not be treated as two entirely independent companies. [51]
-The wall between the two units on Scott Boulevard was not concrete because Dabney cut through them with a saw. [51]
-The 2,500 Pongs is wrong, misinterpreted source. 8,000 Pongs was not at the end of 1974, only running up to September 1974. [54]
-Odyssey did not sell 100,000 units in the first year, it was 69,000. [54]
-Atari's coin-op route was not profitable when Dabney was forced to take it. [55]
-Dabney sold all of his shares of Atari in October 1973. [55]
-The Atari route was sold back to Atari in March 1974 – Dabney didn't run it for years. [55]
-Lipkin was never president of sales, he was VP of marketing. [55]
-Cyan Engineering was not exclusively a client of Atari in the beginning. They worked on a few non-Atari projects before the purchase. [57]

-The board of Atari never went to Grass Valley, it was not company retreat. This is likely a confusion with Pajaro Dunes, which was Atari's preferred retreat spot. [57]
-Bushnell didn't invent new products. [58] *His name is on a few patents but nothing of those actually became commercial products.*
-Bushnell's primarily patent on video game technology was filed in 1972, prior to the Magnavox suits. [58]
-Patents don't cover the architecture of a game, that's what copyright is for. [60]
-Meadows was not an early Pong clone manufacturer, and Midway *was* an early one. [61]
-Atari was never stationed in San Jose. [61]
-Atari's entire library in any given year after 1972 wasn't enitrely Pong derivatives. [61]
-The player character in Gotcha wasn't a box. There were two players, a square and a cross. [62]
-Atari absolutely did imitate ideas that were done before – despite Bushnell's idealism. [63]
-Midway made games they created themselves, not just those developed at Bally. [63]
-Winner was a major video game hit for Midway before Gun Fight, as was Wheels. [63]
-Dave Nutting was not hired by Midway. Dave Nutting Associates was later bought by Bally. [63]
-Bill Nutting did not fly for the organizations in Africa. [63]
-There were objects between the fighters in Western Gun, not just in Gun Fight. [64]

-The "vending-machine companies" were **jukebox distributors**. They didn't deal in vending machines, except sometimes cigarette vending machines for bars. [66]
-Bill White also went to Kee Games, not just Bristow and Williams. [66]
-Gran Trak 10 didn't have control problems which caused production faults, it was a **custom chip** sourced from National Semiconductor. [68]
-Jobs did not found Pixar. He helped fund the operation but he was not a co-founder. [69]
-Atari didn't tend to ship 10,000 units of coin-op games in the 1970s. That was an exception. [71]
-TI 7400 series chips were not $10 each, they were much less. [71]
-Woz did not remove chips from Breakout because there was nothing to remove in designing it. [72]
-Woz did not read a Jobs biography, it was either a magazine profile of Bushenll or Zap!: The Rise and Fall of Atari where it was discussed. [72]
-Nakamura was never a *practicing* naval engineer because there was no work for him out of school. [74]
-Atari Japan was not closed, Namco absorbed it and continued using the label. [74]
-There's no MOA show in London. [76] *This likely means the ATE show.*
-The memo from Bushnell also mentions an 8 player Tank and a 12 player midway game. [79]
-Universal Research Laboratories did make arcade and consumer games before Atari. [80] *Though there is*

reason to question whether Video Action was strictly intended for consumers.
-Magnavox advertisements did not universally suggest the exclusivity to Magnavox TVs. [80] *Their second wave of print and television advertisements specifically clarified it would work on any properly-sized TV, likely due to unintended confusion.*
-Odyssey sales numbers presented here are incorrect. [80]
-The Odyssey was not analog. This is demonstratively untrue – it's digital technology. [80] The argument was invented by the defense in the lawsuits to attempt to invalidate the patents.
-Odyssey had three knobs per player. [80]
-Odyssey could play more than 12 games, even at launch. [81]
-Lipkin didn't call the toy or electronics department of Sears. He called the television department and was later directed to sporting goods. [81]
-According to reports, Sears wanted Atari to create 200,000 units for that year's Christmas season. [83]
-Don Valentine was not one of the first, or most successful venture capitalist agents before Atari. Atari was his first investment with Sequoia. [84]
-Time Inc and Mayfield invested in Atari, but not through Sequoia Capital. [84]
-Valentine did not invest in the founding of Apple Computers. He passed that opportunity to Mike Markkula. [86]
-Cisco did not make internet equipment in 1986. [86]

-Whatever share in Cisco Valentine is said to have had, it would have been the share of Seqouia, not his own. [86]
-The home game manufacturing facility for Atari was the old Kee Games factory. [86]
-In New York they attempted a lawsuit to overturn the pinball ban first; it began under Al Denver, not Irving Holzman. [89]
-Destruction Derby was not the first Exidy game. [90]
-The characters in Death Race are not demons, they are gremlins. [91]
-There is no Death Race II. [92] *This is a supposition by Kent. Kauffman appears to be referring to the games based on the same hardware like Score and Super Death Chase.*
-RCA did not promise a Pong-like console at any point. [94]
-National Semiconductor wanted to enter the console market 1975. They had several different products they announced but never shipped. [95]
-Katz was never a president at Coleco. [95]
-Coleco's engineers didn't design Telstar. It was engineered by Alpex Computer. [96]
-Telstar's launch date was supposed to be earlier than June – it was pushed back due to FCC issues. [96]
-Coleco didn't hire Sanders Associates to figure out the FCC problem. They dealt with Baer directly and signed the Magnavox contract. [96]
-Coleco didn't really have in-house engineers, so *they* couldn't have called Baer. [96]

-Consumers still bought single unit game consoles after the introduction of the Channel F. [98]
-RCA did not rush the Studio II. It had been in development for years. It was delayed by the FCC but that prompted no big changes. [98]
-Atari never “announced” the name of the Stella chip to the public. [98]
-Steve Mayer never considered the F8 for the processor in the VCS. They chose the processor well before the Alpex RAVEn was even a Fairchild project. [99]
-The 6502 is not “capable of creating images.” Anything related to that has to be done through video chips. [99]
-Atari couldn't design a chip like Stella. Synertek actually put it together. [99]
-Jay Miner does not appear to have been the head designer at Synertek, just one of their best. [99]
-Wagner didn't design games before he came to Atari. [100]
-The 6507 chip is not explained as different to the 6502. [100]
-Dedicated console sales had not dried up in 1977, they continued to be a factor for Atari through 1978 [101]
-Periscope was not invented by Sega. [102]
https://www.gamingalexandria.com/wp/2019/02/who-created-periscope-namco-vs-sega/
-Periscope was not the first game to cost 25 cents for one play in the United States. [102]
-Periscope was not imitated by Midway. [102] *They instead copied Sega’s Missile as S.A.M.I.*

-"most games" did not sell 5,000 units in any category in the 1960s. [102]
-"scoring memory" was not the innovation of solid state pinball. Several games before that – including electro-mechanical pinball – had used it. [102]
-Bushnell did not direct the Atari pinball division whatsoever. [102]
-Valentine did not make special arrangements with Apple, because he didn't invest in them at first. [102]
-Studio II didn't have paddle controllers. [107]
-The joystick was not new, even for consoles. The Channel F had a josytick-type controller. [107]
-The VCS did not incur "losses" that had to be supplemented with cartridges. It was not razor and razor blade; VCS consoles were sold at a profit. [107]
-1977 was not a total collapse of home consoles. This is a myth based on bad data. Only in 1978 was there a significant downturn. [107-108]
-The VCS 1977 problem was shipping in time for the deadline for buyers that Christmas. They had production delays. [107]
-VCS consoles sold in 1977 was around 340,000. [107]
-The Atarians pinball table was 27 inches wide. [111]
-There were not 100,000 official SI cabinets from Taito in Japan. A significant portion were outsourced or cloned. 230,000 of all “Invader Game” types were reported in 1979. [116]
-The coin shortage from Space Invaders was not national, nor did it trigger a triple production of coins from the Japanese mint. [116] *The shortages did exist*

but they were localized and exacerbated by congested coin turn around.
-It's eleven rows of invaders in Space Invaders. [116] *Don't even know how he got this wrong.*
-The UFO in Space Invaders comes out based on shot patterns, not on a 25 second timer. [117]
-Space Invaders lifetime sales in the US were 60,000 and it continued being produced in 1980 – so the 60,000 sales were not in a single year. [117]
-Sega's Soccer was the first video game use of a trak ball controller. [118]
-Football didn't fall of the coin-op charts in January 1979, meaning it was still extremely successful for the period. [119]
-Space Invaders didn't open the drugstore market for coin-op, that had existed for decades with pinball. [119]
-Pizza Time Theater was still the name of the restaurants at the beginning, not Chuck E Cheese. [120]
-The original Pizza Time Theater location did not initially feature redemption games. [121] *A log of the games was taken in the November 1977 issue of Play Meter and none are redemption.*
-The second Pizza Time location was actually a former grocery store. [121]
-Alcorn had nothing to do with the creation of the VCS. [124]
-Atari put out many new products prior to Kassar's departure in 1983. [127]
-VCS was not at the edge of $2 billion a year in 1981, the entire market was only around that in 1982. [128]

-The original Spacewar also technically had vector graphics, though there were classified as a “point plotting” display, which is slightly different. [129]
-Rosenthal did not do his master's thesis on Spacewar. [129]
-Cinematronics did not get the vector game technology through a suit. Rosenthal sold them the patent without litigation. [129] *Then he later sued the company to get his royalty payments when they were in bankruptcy.*
-Tailgunner is not the first 3D video game by any metric. [130]
-Wendi Allen didn't create Atari’s vector hardware. It was created at Cyan Engineering. [130]
-70,000 Asteroids was the worldwide sales, not just for the United States. [132]
-The Kassar quote does not come from Fortune magazine, it was from a newspaper interview. [133]
-The quote on the shirts was "Just Another High-Strung Prima Donna from Atari." [133]
-Frank Ballouz was never Atari’s marketing manager. [135]
-Midway was not a distributor, nor did they specialize in electronics. [137]
-Namco was still Atari's Japanese distributor in 1980. [137]
-Atari was not always at the top of the arcade field in terms of cabinet sales or revenue. [138]
-Namco was still in the electro-mechanical field in 1977. [140]
-Namco released more than one video game in 1978, counting their imports. [140]

-There were not nine people involved in the development of Pac-Man. [141]
-Pac-man has 244 dots. [141]
-The items in Pac-man don't increase points at every stage. They have fixed values at a certain point. [141]
-The power-up in Pac-Man was officially called the Power Capsule in English. [142]
-The official, contemporaneous account for Pac-Man production in the US by the time the factory lines closed are 96,000 standalone Pac-Man machines. [143]
-Most games did not “go maze” after Pac-Man. It was a new sub-genre which was still dwarfed by shoot-em-ups in overall sales. [143]
-Defender was not unnoticed at the 1980 AMOA show. Replay ran a front page feature on it, it was advertised in all the magazines, and there were many op-eds about Williams getting into video games. [144]
-Williams was not the leading pinball manufacturer in 1980, that was still Bally. [144]
-Williams did manufacture a few video games after Paddle Ball. [144]
-Jarvis didn't want to work at Atari in pinball, that's why he left. The pinball division was not closed until after he was gone. [144]
-Jarvis wasn't asked to design a video game at Williams, he inserted himself into the existing team. [144]
-Jarvis didn't complete Defender on the show floor. [146] Instead they inserted an updated ROM just prior to the debut on the show floor.
-Battlezone had sound. [149] *Another weird statement.*

-On-Line Systems didn't have designer publicity or bonuses. Their game creators weren't initially salaried, they were independent. [153]
-The Dragon Riders game would not have been the first game based on a novel, even officially, because The Hobbit came out before it would have. [154]
-Far East Video didn't sell used games. They directly imported games from Japan. [156]
-Nintendo didn't only manufacture hanafuda at the time of Hiroshi Yamauchi's takeover. They had been doing Western playing cards for decades. [157]
-Miyamoto was not called to Yamauchi's office to design a game to replace Radarscope. He submitted proposals along with other employees in the company at a meeting. [157]
-Yokoi was not appointed as an overseer for the Popeye game. He along with Miyamoto reported to management overseeing the game. [158]
-Donkey Kong had the gameplay elements in place before the story because it was originally a Popeye game. [158]
-The first stage in Donkey Kong does not take place at the top of the construction site. The bottom girder is ground level. [158]
-The second stage of Donkey Kong is described is the last stage. [158]
-"Stubborn Gorilla" is not the name of the ape. This story has been mistold and reinterpreted in different ways, but the word they were looking for a translation for was “Tonma” not “stubborn.” [158]

-Kong did not come from the dictionary. [158]
Miyamoto already had several name concepts including Kong and that was one of the parameters Yokoi gave to Todori in finding a name.
-The Mario Segale story is sensationalized fiction. He did not threaten to shut down Nintendo for rent – they had only just moved into that factory. [159]
-The character was never renamed to Jumpman. He only had that name on the American cabinet and arcade manual: nowhere else. Nintendo called the character “Little Mario” from the beginning, including on the flyer and other sales material. [159]
-A "trademark patent" is not a thing. [159]
-The Ms. Pac-Man team was only six or seven individuals. [167]
-Atari can't “charge” in a suit. Only the state can “charge.” [169]
-Dropping a case with prejudice means it can't be refiled, not that fault is admitted. [170]
-Crazy Otto was a different character than Pac-Man. He was not a legged version seen on Midway’s cabinet, though possibly inspired by it. [171]
-Mrs. Pac-Man had its standalone own boards and cabinets, it was not solely a kit for Pac-Man. [173]
-Pac-Man didn't have preset paths. It had deterministic behaviors which changed based on the player’s actions. [173]
-Reports for Ms. Pac-Man generally hew towards 110,000 cabinets sold in the US. [173]
-The arcade industry didn't just stop growing in the middle of 1982. Income in 1983 dropped by half. [176]

-The video coin-op industry did not decline for 15 years. It had several peaks and valleys. Starting in 1985 it began to rebound and got to its highest level post-crash in 1989. [176]
-The VCS had a longer lifespan than six years. It continued to be produced in new forms to 1992. [180]
-Atari had more than four games ready for the 1977 CES: all eight launch games were shown. [183]
-Adventure (1976) is not set in a medieval world. [186]
-The sword in Adventure (1980) kills any dragon. [187]
-The Adventure (1980) Easter Egg dot is part of the floor, not the wall. [188]
-There is no verification for the sales numbers of Adventure (1980). It more than likely did not sell a million units between 1980-1984. [189]
-Atari had manufactured units of the VCS in 1978 that they were not able to sell to retailers. [190]
-The Activision suit hinged on Atari's cartridge patents, not the electronics technology of the console itself. [193]
-The Telstar Arcade was not a "return" to the market. It was a continuation of the product that Coleco had been creating since 1976. [195]
-Auto Race and Football were released by Mattel at the same time. [201]
-"Milton Bradley Electronics" is not a thing. [202]

-Tabletop arcades were not "scale model" to the actual cabinets. Their form factor was totally different. [205]
-Manny Gerard was not a vice president at Warner. He was part of the **Office of the President**. [206]
-The Colecovision graphics chip was not created by Zilog, it was by Texas Instruments. [206]
-Colecovision was usually priced over $200 at retail in 1982. [207]
-Atari did not do an official VCS price cut in 1982. [207] *This may be referencing the rebate plan they enacted in April 1983.*
-Arakawa probably didn't make the decision for licensing Donkey Kong to Coleco. The dealings were with directly with Nintendo Co. Ltd. [208]
-Donkey Kong came out October 1981 in the US. [211]
-King Kong was not in the public domain due to time. The elements of the original book were in the public domain because the copyright on the book had not been properly renewed. [217]
-There was no Donkey Kong cartoon show – it was part of Saturday Supercade. [218]
-Howard Scott Warshaw didn't design any games for Atari Corporation, only **Atari Inc.** [219]
-Defender was not created by Eugene Jarvis as a consultant. He only went to form his own company after creating Defender. [220]
-The family in Robotron is not that of the player character. [221]

-Q*Bert was licensed before it became a hit. It was specifically made as a property to capitalize on the Pac-Man craze. [224]
-Players don't "move" the character in Dragon's Lair. They merely trigger different states with their directional and button inputs. [225]
-Coleco didn't "own the rights" to Dragon's Lair. [225] *As stated above on this very page.*
-There's not enough evidence to state that Dragon's Lair sold 16,000 units. Most reports put it below 10,000, with the firmest estimate being 8,500 cabinets. [225]
-Cinematronics became Leland Corporation and was not based in Texas. Tradewest, Leland Corporation's parent, was based in Texas. [226]
-Dragon's Lair was not the only hit LaserDisc game, just the biggest. [226]
-Tron was not the first movie with CGI. [226]
-Caballero Control Corporation didn't publish the pornographic games, it was American Multiple Industries. [226]
-Custer is not escaping battle in the game. [226]
-Activision was never the fastest growing company in the US. Imagic claimed this but not Activision. [227]
-Al Nilsen was *assistant* buyer at Penney's. [228]
-There were not twelve 5200 launch titles. [229] *There appears to have only been six in October and eleven by the end of the year.*
-GCC only developed 44 released games – including their diagnostic cartridge – between

1981-1983. [229] *While its conceivable they worked on 70 games, this doesn't appear to be accurate.*
-The cardiogram machine story for the origin of the Vectrex screen supply is utterly untrue. [231] *It should not have even been printed despite the fact that it's refuted in the text.*
-Star Castle was not the first arcade game with overlays, vector or otherwise. [233]
-The Bally console was originally launched as the Bally Professional Arcade. [234]
-Warner Communications made the announcement of their financial guidance this day, which included Atari's projected earnings. [234]
-Tod Frye was an employee of Atari, not an outside contractor. [236] *Kent spoke to Frye so its bizarre he believed this to be the case.*
-Kassar never discussed supply problems with Warner because Pac-Man presented no supply problem. [236] *This is a complete fabrication based on an earlier misinterpretation about manufacturing excess Pac-Man cartridges.*
-Yar's Revenge has no Activision subtext. [238]
-E.T. sold many millions of cartridges in 1982. It just also had massive returns in 1983. [239]
-More home game cartridges sold in 1983 than 1982, mostly at a loss to the manufacturers and retail stores. [239]

-$536 million loss was by Warner Communications, in a single quarter of 1983. Atari did not have separate earnings reports. [240]
-Pizza Time Theater did not have 204 locations by 1980. This appears to be counting the promised locations from Brock's operation that never materialized. [242]
-Transpac is not a nine day race. It extends to whenever someone wins and it didn't take Nolan's boat nine days. [245]
-James Morgan didn't begin the process of moving Atari's manufacturing overseas. That was already happening under Kassar. [247]
-Home computer processors were not "stripped down" compared to those in consoles. [248]
-PCJr launch price was $669. [248]
-You don't "volunteer" in Auschwitz. [248] *Weird that it has to be said.*
-Tramiel wasn't in Auschwitz for 6 years, he was first imprisoned in 1942. [248]
-Tramiel did not rank 3rd on the Bosses From Hell feature. He was the third person featured and there was no ranking. [249]
-Many hobbyist computers were under $1,000 before the Commodore PET. [251]
-No software developers were on the Petjet during its nearly fatal flight. [251]
-Colecovision was not abandoned when they decided to do Adam. It outlasted the Adam in manufacturing. [252]

-“Coleco also ventured into the toy business.” Coleco had long been a toy company. [253]
-Atari’s 5200 was discontinued in 1984, not price dropped. [254]
-Commodore was the first home computer company to reach $1 billion in revenue. IBM had done it well before them. [260]
-David Maynard was hired as a technician, not a game designer. [263]
-The name Electronic Arts was chosen at Pajaro Dunes. [263]
-Boxed computer games existed well before EA. [263]
-One on One: Dr. J vs Larry Bird had famous sports names in 1983. [265]
-John Madden Football did not "begin" as John Madden. Other sports personalities were considered before Madden. [266]
-Marshall Smith wasn't planned to run the company before Jack Tramiel's departure. [266]
-James Morgan did not cut employees immediately after coming to Atari. He resisted such actions and only cut the company a little bit at a time. [267]
-Jack Tramiel purchased assets of Atari from Warner, not the company of Atari Inc. [268]
-Ataritel was the division sold to Mitsubishi. [268]
-Atari Inc was not called Atari Games prior to the split of the company. [268]

-Atari Games was not an independent company, it was still owned by Warner Communications. [269]
-The story of Tramiel shoving products off the table has been discredited as a rumor started by Landon Dyer, who was not in the room. [270]
-The Famicom controller had four buttons. [279]
-The Family Computer only sold 440,000 consoles in the entirety of 1983. [279] *1986-05 Focus Japan pg 4.*
-The Nintendo booth at the Winter 1985 CES was not in a corner nor was it small. It housed VS System arcade units and several AVS mockups. [287]
-There was no Famicom with an AVS label. The AVS was a mock-up outer casing and the functional Famicoms were hidden under the display tables. [287]
-Hogan's Alley was not featured in Back to the Future, it was Wild Gunman in Back to the Future Part II. [287]
-Nintendo's R&D2 created the Donkey Kong hardware. [288]
-Zilec made arcade games, not conversions of arcade games. [290]
-Neither Baseball nor Tennis were arcade translations. They were on the VS System, but they were developed for the home first. [297]
-Super Mario Bros was available at the NYC test launch in October 1985. [297] *The idea that it wasn't has been disproven.*

-Nintendo never gave an explicit money-back guarantee to retailers for the NYC test launch of the NES. [297]
-Mario was called Mario before Donkey Kong Jr. His name was “Little Mario” in the US starting with Donkey Kong before shortening to “Mario.” [299]
-Bowser is not a dragon. [299]
-Mario does not "spit" fireballs. [299]
-There was no test launch of any kind for the NES in San Francisco. [299]
-Super Mario Bros did not start out as an arcade game. [300] *This is a bizarre assumption.*
-Super Mario Bros for the home console and the arcade have no differences in content. [300]
-Super Mario Bros was never packed in with the Family Computer. [300]
-Sega published plenty of Sega Card games in Japan. [304]
-Nintendo did not divert its development entirely away from arcade games. They made VS System, Playchoice-10, and Super System conversions for many years afterwards. [304] *They did, however, stop releasing coin-op games in Japan after 1985.*
-SoA had more than two employees even at the beginning. [305] *Steve Hanawa was also there from the start.*
-Atari 7800 was not "relaunched" because it never had a 1984 test market. [305] *This was based on early speculation that has been disproven.*

-NES Control Deck MSRP in 1986 was $159; Master System MSRP was $149. [305]
-The NES Action Set wasn't introduced until 1988 and retailed for $120. [305]
-Super Mario Brothers was not more popular than Hang-On in arcades. Both in the US and Japan, Hang-On was rated more highly by the coin-op trades. [306]
-First party games were not "eventually" a defining component of home consoles: They already existed and were the primary sellers. [306]
-Nintendo's third party partnerships were not exclusive. They were free to develop for other consoles if they chose to, just not the games they brought to Nintendo's platform. [306]
-The 10NES lockout chip was not in the Famicom. [308]
-Nintendo's minimum order of cartridges was 10,000 not 1,000. [310]
-Nintendo only sold 1.1 million units of the NES in 1986. [311]
-Sakaguchi did not intend Final Fantasy as his last game. [323] *This myth was originally spread by Sakaguchi and has been refuted by him.*
-The two companies with Service Games ties were separate from Service Games Japan, which had dissolved. [333]
-There were more than two or three partners in Service Games. [333, 339]

-The jukebox market was filled with Rock-Ola, not Sega, jukeboxes. [338] *Sega did start creating jukeboxes circa 1960 but that's not how they cornered the market.*
-Service Games didn't control any game center locations before the merger. [340]
-Rosen was not Sega's president immediately after the merger. He was a co-representative director and only later President. [340]
-Sega didn't change its headquarters. Rosen moved to take over G+W's Far East subsidiary, then later returned to Sega, still in Japan. [341]
-Sega Enterprises Ltd. wasn't spun out, it became the subsidiary of a new entity, Sega Enterprises Inc. [342]
-Sega didn't acquire Gremlin for its factory alone. Sega of America already had a factory that wasn't doing well. [342]
-Not all of Sega's US assets were sold to Bally. Only things related to the arcade business part of the former Gremlin. Sega Enterprises Inc. remained untouched. [342]
-Nakayama wasn't a "backer," he was President of Sega Enterprises Ltd. [343]
-The decision for Sega to get into the home wasn't a reaction to the US arcade crash, because their moves started before the market crash was underway. [343] *It was instead a consideration for the Japanese market where game centers were under threat due to new laws.*

-Nintendo sold more than 350,000 cartridges worldwide. [347] *This was probably a typo.*
-No formal protest was undertaken by the Anti-Defamation League of B'nai B'rith. It was only a complaint lodged against Nintendo. [348]
-Sculptured Software did not bypass the 10NES lockout chip at any point: they were licensed developers. [350]
-1942 did not sell a million worldwide on the NES, according to Capcom's own sales data. [351]
-Nintendo was still strong in the arcade post Donkey Kong. Punch-Out!! and the VS System did extremely well. [352]
-Mr. Do! was also sold in dedicated format. [352]
-Mr. Do! was not the first conversion-only game, even from Universal. Several others existed before and Universal did Lady Bug as a kit as well. [352]
-Playchoice-10 had cartridges for interchanging, not whole PC boards. [352]
-Nintendo didn't continue advertising in Replay after exiting the arcade business, except for their partnerships with companies like Williams. [352]
-Link is not an elf. [353]
-The Triforce is not a tablet. [353]
-The pieces of the Triforce are not on the playfield because they are located in the dungeons. [353]
-The text boxes in The Legend of Zelda's Japanese version don't have any Kanji. It's written entirely katakana and hiragana. [353]

-Zelda didn't require more storage than the other 1 megabit games on the Famicom Disk System. [354]
-The Legend of Zelda was not the first game to have an internal battery. On the Famicom, Mourita Shogi predates it and both Penguin Land and Phantasy Star on the Master System came out around the same time as the release of TLoZ on the NES. [354]
-Punch-Out!! had six fighters. [355]
-Punch-Out!! is not a first person perspective – you can see the boxer. [355]
-There are only eleven opponents in the NES version of Punch-Out!!, which is less than twice the amount of the arcade. [355]
-Castlevania was not an arcade game first. [358]
-Konami actually put out 7 games for the NES in 1987. [358]
-Gradius' code adds lives, not weapons. [358]
-Data East's first line up for the NES included Ring King, BreakThru, Kid Niki, and Side Pocket – no Karnov. [358]
-Sega of America was not completely gone after moving the MAster System business to Tonka. It still existed to evaluate software and warehouse inventory. [360]
-Maniac Mansion was not an Amiga original, it was a Commodore 64 native game. [363]
-Steve Ross was not the President of Warner Communications. [371]

-Atari was not divided in 1984. The singular company Atari Inc remained extant, renamed Atari Games Inc. [371]
-The 1987 sale of Atari Games stock was not the entirety of Namco's shares, it was 20%. [371]
-Bushnell did not hire Hideyuki Nakajima into Atari Japan. [371]
-The 10NES Chip was not inside the cartridges – it is in the system and the program to unlock it is stored in cartridge data. [372]
-PDP computers were not created for the Department of Defense. [377]
-The Tetris home computer rights were sold to Mirrorsoft, then the American territory for those rights were granted to Spectrum Holobyte who were owned by the Mirror Group. [378]
-Henk Rogers did not acquire the arcade rights to Tetris at any point. Mirrorsoft was the agent for the Tetris arcade rights to Atari and Sega. [378-379]
-Atari's Tetris arcade game was not converted from the Tengen game on NES. However, the VS System version was based on Tengen's early prototypes, though not an exact conversion from NES to coin-op. [379]
-Ishido is not a game like Go at all. [382]
-The GameMage was not the same thing as the Game Genie. [390]
-The Game Genie didn't allow access to hidden codes, it edited received code directly. [390]

-There were multigame home console systems that used dedicated hardware, not just microprocessors. [392]
-The Alpex patent didn't cover cartridges. They covered the display and the concept of a programmable game system. Fairchild later patented the *design* of their cartridges, not the functionality. [392]
-Super Noah's Ark 3D did not license the mazes from Castle Wolfenstein 3D. It used the same engine but the game was entirely new. [400]
-16-bit is not twice the processing power of 8-bit. It doesn't work that way. [401]
-David Rosen was not chairman of Sega Enterprises Ltd. after the CSK buyout. He oversaw the American operations in an executive role. [401]
-Sweat: The Decathlon Game was not completed to make Summer Games. Summer Games was a separate project based on that work. [403]
-Thunder Force II was the launch title for the Lynx, not the first one. [404]
-The Sega of America marketing absolutely focused on the 16 bit. 8-bit was a sideline. [405]
-Madden wasn't successful initially. There were no annual updates in the wake of the Apple II version, only after the successful Genesis game. [407]
-Trip Hawkins wasn't president of EA, he was CEO and Chairman. [407]
-Moonwalker was a movie. [408]

-Nilsen was never the head of marketing at Sega. [408]
-PC Engine did not outsell the Famicom in 1988. [411] *This is a misunderstood figure based on comparative first year sales to the Famicom in 1983.*
-There are other programmable handhelds between Microvision and Game Boy. [415]
-Acclaim did not develop their own NES games. All of their games on the NES were licensed. [422]
-Acclaim bought LJN the company, it wasn't a label. [423]
-Nakayama worked for Sega well before he ever knew Tom Kalinske. [424]
-The 65816 was not a Motorola microprocessor. [431]
-Capcom did eventually publish for Genesis. [441]
-Rare never published any games, they were a developer. [441]
-Rare created 47 NES games that were published. [441]
-Time Pilot isn't set in space. [443]
-Street Fighter II arcade cabinet sales are over 60,000 worldwide. [446]
-Nintendo reported sales of 2.1 million SNES units in 1991. [447]
-The Neo Geo system was not 24 bit. [450]
-Nintendo wasn't protecting access to the Super Famicom hardware. [452] *It would have made no sense to do the deal in the first place if that was*

the case. They were allegedly worried about software licensing rights.
-Sega CD could only display 64 colors. [454]
-Cyan Worlds didn't move to Washington to set up a game dev company – they were already there. [456]
-John Romero knew about 3D games well before Ultima Underworld. [457]
-The company was not Looking Glass at the time, it was Blue Sky Productions. [457]
-Deathmatch in Doom was also free for all, not only team modes. [460]
-Van Damme didn't turn down Williams. They were in negotiations but talks stalled and Williams didn't want to extend the talks any longer. [462]
-Sega-CD sold more than 250,000 units by most reports, including sales of its top` games. [478]
-C64 was never $700 even at launch, and inflation makes the prices totally different anyways. [487]
-There is no way 200 individual developers "signed on" to develop for the Atari Jaguar. [489]
-Reporters at 1994 were not being shown Ultra 64 hardware, because it had not been completed. They were being shown the arcade games *reported* to have N64 hardware. [490]
-The codename of the 32X was Mars; it was not intended to be the final name. [493]

-Japan did not create a 32X design. [494] *There was a halfway hardware proposal from Japan but that was rejected.*
-NPD Group does not just track toys. They have always tracked electronics markets. [500]
-Data East Pinball was not sold to Sega of America – it was sold to Sega Enterprises USA, Sega's American coin-op division. [500]
-The show which was positioned to compete with E3 was called CES 2, not CES-I. [503]
-The GPU for the Sony PlayStation was not inside the processor and it doesn't do the calculations as mentioned. [504]
-Sony Interactive didn't publish games. [505]
-Steve Race was VP of Marketing at Atari International. [505]
-Race did not co-found Worlds of Wonder. [505]
-Race ran Sega's sales and marketing as Vice President, he was not purely a consultant. [505]
-Jim Whims was VP of Sales for Sony Computer Entertainment of America, not of Marketing. [505]
-Bernie Stolar never headed up Game Plan. [506]
-Peter Johnson was in the role of Marketing Communications. [506]
-Psygnosis had other big games than Lemmings under their belt, just not many in America. [510]
-The event is called Spaceworld, not Shoshinkai. Shoshinkai was the name of a retail organization. [515]
-Mario Clash is not a remake of Mario Bros. [515]

-Yoshi's Island was never rejected for its art style. [518] *That's not what the quote from Miyamoto in this book actually says. Another misinterpretation by Kent.*
-JTS Corporation made **hard drives**, not disk drives. [522]
-Early versions of the Nintendo 64 controller predated its appearance at Spaceworld. [522]
-The D-pad was never called the T-pad in Nintendo official literature. [523]
-Super Mario 64 was not actively developed by 50 people. [530]
-Super Mario 64 did not feature "all of the old characters and objects" from the series. [530]
-Crash Bandicoot collects **wumpa fruit**, not apples. [536]
-Miyamoto and R&D4 had next to no involvement with Pilotwings. That was overseen by Genyo Takeda. [538]
-SquareSoft was not the name of the parent company. [539]
-Nasir Gebelli didn't have "3D code" experience. [540]
-The Goldeneye game did not recreate the sets of the movie. [543]
-Seaman was not the best selling Dreamcast game in Japan. [577]
-Visual Concepts wasn't a publisher. [578]

Interpretation:

-”Prototypical” is not a substitute for a Prototype in game terms. [xii]
-Asteroids was only Atari’s best *selling* game in the arcade. Cabinet sales do not necessarily indicate success in larger market terms. [xiii]
-Ms. Pac-Man can only be judged as the “biggest” arcade game in the US in terms of raw cabinet sales, which is not the singular success factor. [xiv]
-Street Fighter II was not solely responsible for an uptick in arcades. [xv] *It can be argued that its success ultimately took success away from a broader range of games during its heyday.*
-Sega did not control the US market in 1992. [xv] *The raw number of consoles sold works against that interpretation.*
-By the typical measurement of “bits” – that being the microprocessor – the Jaguar was not 64-bit. [xv]
-Donkey Kong Country was not the singular factor which gave market share to Nintendo in 1994. [xv]
-It is stated as if the reason for the pinball plunger is a mystery, but it serves a very obvious purpose when looking at older bagatelle tables and their launchers. [2]
-Baffle Ball was not a singularly foundational game in the arcade industry. Other pinballs existed before it. [2]
-David Gottlieb wouldn’t have been scared by payouts because he had previously endorsed them. [4-5] *He*

likely positioned himself against payouts to be in opposition to Bally and other companies.
-Humpty Dumpty had sink holes, so players weren't only preventing a drain with the flippers. [6]
-Spacewar did not have the first dedicated game controllers, counting Computer Tennis. [20]
-Odyssey was not poorly advertised. Many major newspapers through its three-year lifespan had advertisements for it and it had several TV commercials (which was not a given at the time). [26]
-At the time Bushnell was at University of Utah, it was not a computer science hotspot. Only after he left in 1968 did it become a big deal. [29]
-According to several sources, Computer Space did not receive any orders at the 1971 MOA show. [33]
-Atari didn't need to play Bally and Midway against each other, because legally speaking they never considered Pong as part of the contract. [45]
-Atari did not pay "stiff" royalties to Mangavox. [47]
They got off easy compared to later companies.
-Nolan Bushnell has never looked like a biker. [51]
-Dabney never became a millionaire. [55] *This appears to be a misinterpretation of Nolan saying that he would have been a millionaire had he kept the stock all the way to the Warner purchase, which he did not.*
-Nolan Bushnell was not a manager. [58]
-Gran Trak 10 was not "every bit as primitive as Pong." [62]
-Gran Trak 10 controls were not wobbly, they were built to last. [62]

-Taito probably doesn't simply mean Far East. [64] *That is one reading, but there are several additional factors based on Kogan's earlier companies that complicate that reading.*
-Hochberg was not nationally known. [64] *He never shows up in the coin-op trades until he's part of Centuri.*
-Nolan Bushnell was involved in some game design after the early 70s. [71] *Canyon Bomber was his idea, as were some Super Breakout variations.*
-Atari probably didn't fulfill the 150,000 unit order of home Pong in 1975. [87]
-Fairchild did not overtake Coleco's leadership in dedicated consoles at any point. [98]
-Dedicated consoles were not worthless in 1976. They had their best year and the category still had a segment of the market through 1979. [98]
-Consoles were not being unloaded at garage sales in 1970s. [99] *Classified ads for used consoles do not come up that often in this time period.*
-The explanation for why coin-op was suffering a downturn is utterly nonsensical. [101]
-Atari's marketing department could sell more than the VCS – as shown by the plethora of products they marketed besides the VCS, like the home computers. [125]
-Rally-X barely received much mention at the 1980 AMOA next to Pac-Man. [142] *Defender easily beat them both in coverage, but Pac-Man was noticed.*
-Iwatani was possibly the first Japanese game creator known outside of Japan. He was not obscure. [143]

-”miniature arcade machines” is a vague category. By many definitions it’s likely more than three companies produced them in 1981. [203]
-Nintendo was not exactly a small company in 1981. [208]
-The Vectrex was not a “great success.” [231]
-Football Manager as a franchise is more "enduring" than John Madden on a pure timescale basis. [266]
-The Donkey Kong G&W had two screens, therefore he had appeared in a multi-screen game before Super Mario Bros. [299]
-The NES launch into Chicago (plus Philadelphia and Baltimore) is probably better characterized as a limited roll out rather than a test market. [299] *1986-02 Computer Entertainer pg 13.*
-No information exists on the “launch price” of the US version of Periscope, making $695 only speculation. [340] *It was likely close to that, with used units in August 1969 going for $490.*
-Taito may not have been an original licensee of Nintendo in the US, because they didn't put out a game until the second half of 1987. [358]
-Warrior was not the first fighting game in any way that we would identify today. Even just taking the broad concept, Heavyweight Champ (1976) and Swords (1975, unreleased) precede it. [368]
-Michael Katz did not have a larger interest in hardware at Epyx, even if he did see the Handy Game. [403] *That is uncertain. The general story*

of the Handy Games is that it was specifically brought in because of David Morse, who only joined Epyx after Katz left.
-Rare never disappeared. They didn't go a single year from 1987-1994 without creating several video games. [442]
-The arcade industry was not dwindled in 1991, it was still very much an economic and cultural presence. [446] *This is an overall myth that arcades had no relevance from the mid 80s to the early 90s but arcades were only in real trouble after 1995.*
-SNES did not have multiple "processors" in the way that's being described here. All consoles have multiple chips handling different functions. [465]
-There were not a lack of games on the Nintendo 64 "due to the cartridge format." It was due to Nintendo's policies and difficult development for companies moving to full 3D. [538]
-Two partnerships are noted for Gamecube, but the author doesn't name the second one. [562]

Actually Good Stuff

Did GCC get a royalty arrangement from Atari in making VCS games?
Did Nintendo make publishers open a letter of credit?